FINAL FANTASY® XI

ONLINE

QUICK MANUAL

PlayOnline®

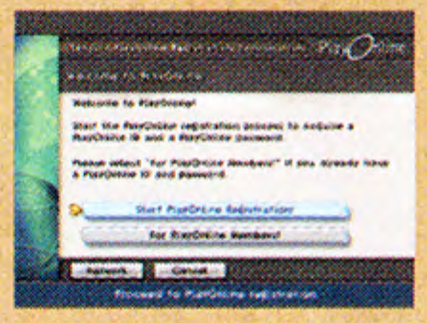
SQUARE ENIX™

FINAL FANTASY® XI QUICK START GUIDE

1. Insert the FINAL FANTASY XI Vana'diel Collection 2008 disc into your PlayStation®2 computer entertainment system.

2. Follow the on-screen prompts to complete installation and update of the PlayOnline Viewer software.

3. Join PlayOnline and acquire a PlayOnline ID .



4. Follow the on-screen prompts to complete installation of FINAL FANTASY XI.

5. Log into PlayOnline and select "Games" from the main menu.

6. Proceed to FINAL FANTASY XI and select "Content ID ."

7. Select "Purchase ID," then log in using your PlayOnline ID and password.

8. Enter your software registration code and proceed to purchase a Content ID.

9. Select "Play" to access FINAL FANTASY XI and begin creating your character.

10. You are now ready to play FINAL FANTASY XI.

11. Select "Create Character" to begin creating your character and enter the world of Vana'diel!

PLAYONLINE & BILLING FAQ

Billing Cycle of PlayOnline

Q: How often does PlayOnline charge my credit card for fee-based services?

A: Once a month, at the beginning of each calendar month. An exception applies when you have an overdue fee. Any overdue fees will immediately be charged and billed to your credit card.

Q: Will I see separate charges on my credit card statement for each Content ID or fee-based service to which I subscribe?

A: No. You will only see one charge on your statement. This charge may include Content ID fees for the month just started, the fees for Content IDs purchased and reactivated in the previous month and the fees for Content IDs carried over from a free trial period.

Q: Is there any way to find how much I will be charged on the next credit card bill?

A: Yes. There will be a pop-up message displayed for several days at the beginning of each month when you log in to PlayOnline. Follow the instructions in the message to find out how much your bill will be on the next statement.

Billing Period Immediately After the End of Free Trial Period

Q: How did I get charged for Content ID fees immediately after a free trial period?

A: Content ID fees for a fee-based service will be due upon completion of its thirty-day free trial period. The fees are due for the period from the first day after the end of the free trial period through the remainder of the month following the free trial period. Full monthly fees will be prorated based on the number of days remaining in the month and will be charged to your credit card in the following month.

Q: How will my fees be affected if I purchase, cancel, or reactivate my Content IDs after the end of a free trial period but within the same month?

A: All Content IDs of fee-based services that are active after the free trial period will be subject to the prorated fees described in the previous answer, regardless of the number of days they remain active in this period.

Q: What should I expect if I continue to use Content IDs for a fee-based service after the end of the month in which a free trial period ends?

A: You will see a charge from PlayOnline on your credit card statement that will include the fees for Content IDs that have been carried over from the free trial period and the fees for Content IDs for the month that has just started.

PlayOnline offers various tools to help answer your questions about fees and billings as well as other useful information about its features and games, mainly from the Service & Support section of the PlayOnline main menu. Please take a moment to familiarize yourself with these tools before contacting the PlayOnline Information Center. For more information, please refer to the agreements, Q&A database and glossary available on PlayOnline or related sections in your manual. You can also refer to the related sections of the PlayOnline.com website.

MINI WALKTHROUGH: SAN D'ORIA

Adventurer Coupon

Find the NPC in the area you first appeared and trade them your adventurer coupon for a reward!

Southern San d'Oria:
Ailevia (I-9)

Northern San d'Oria:
Matildie (J-8)

Port San d'Oria:
Teilsa (I-8)

Mission 1: Smash the Orcish Scouts

1. First, speak to the Elvaan gate guard Endracion in Southern San d'Oria at the Westgate exit to West Ronfaure. (F-9)

2. Tell Endracion that you would like a mission and ask to hear more.

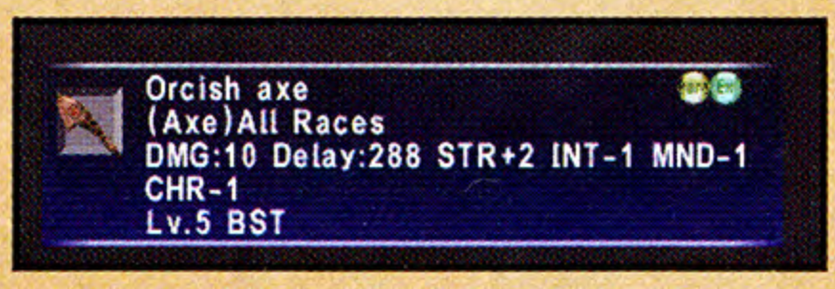
3. Endracion will inform you of the Orc threat that is plaguing the kingdom. He asks you to kill one of the orcish scouts outside and bring back his axe as proof.

4. Accept the mission that Endracion offers, Smash the Orcish Scouts.

5. Venture outside to West Ronfaure and hunt down Orcish Fodders.

6. Be careful when fighting Orcs. If another Orc happens by, it will join in the battle against you!

7. Keep hunting Orcs until they drop an Orcish Axe.



8. Return the Orcish Axe to Endracion and you will have completed your first mission!

MINI WALKTHROUGH: BASTOK

Adventurer Coupon

Find the NPC in the area you first appeared and trade them your adventurer coupon for a reward!

Bastok Mines:
Arva (K-8)

Port Bastok:
Dulsie (J-12)

Bastok Markets:
Reet (G-8)

Mission 1: The Zeruhn Report

1. Begin by speaking with the Hume guard Rashid near the South Gate in Bastok Mines. (H-10)
(Type /map to view your in-game map.)

2. Rashid will offer you your first mission The Zeruhn Report and brief details on how to complete it.

3. Proceed west until you reach the entrance to the Zeruhn Mines.

4. Once inside the mines, continue down the corridor until you see an opening to continue deeper into the mines on your left. Advance down the path until you reach a fork in the road.

5. Take the south path and continue until you reach a large open room. Keep going straight through the room until you find a tunnel to advance beyond the room.

6. Continue south past a small room with a mining Galka named Gildge. After reaching another fork in the road, proceed down the southeast path.

7. The final fork in the road! Take the west path and you'll meet the Hume Makarim at (H-11). Speak with her to receive the key item Zeruhn Report.

8. Make your way back out of the mines and proceed north to Bastok Markets.

9. In Bastok Markets, continue north until you reach the Metalworks entrance at (H-6).

10. Once inside the Metalworks, head straight until you reach two elevators continuously moving up and down. Take an elevator up to the 2nd floor, then proceed east until you reach the large open area.

11. Head towards the large central building and speak with the Hume Naji to deliver your report and complete your mission.

MINI WALKTHROUGH: WINDURST

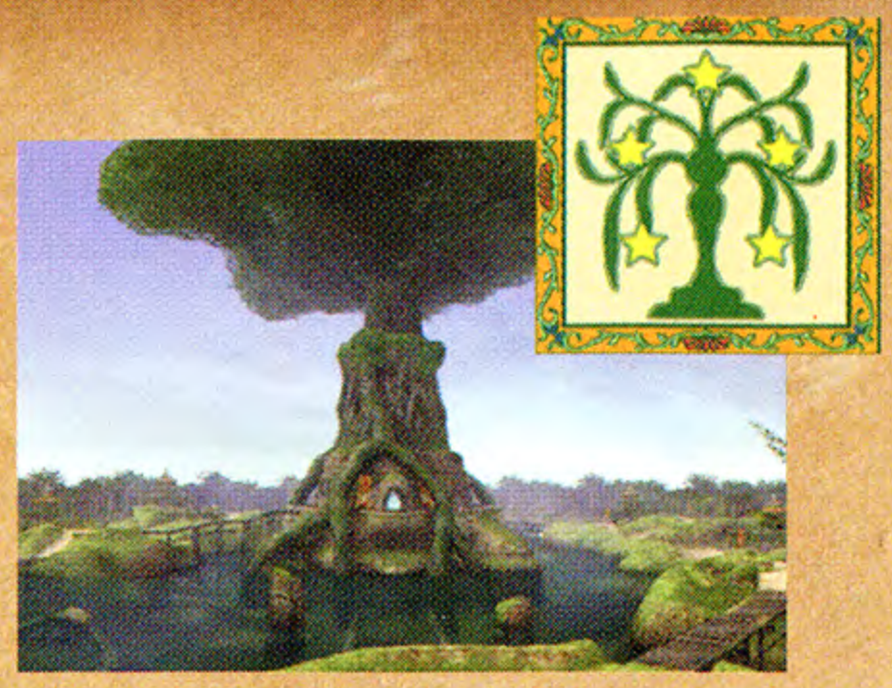
Adventurer Coupon

Find the NPC in the area you first appeared and trade them your adventurer coupon for a reward!

Windurst Waters:
Jack of Hearts (L-10)

Port Windurst:
Jack of Clubs (L-4)

Windurst Woods:
Jack of Spades (F-8)



Mission 1: The Horutoto Ruins Experiment

1. Speak with the Captain of the guards, the Mithra Rakoh Buuma, at Leviathan's Gate (K-10) in Windurst Woods. (Type /map to view the map at any time.)

2. Accept the mission that Rakoh Buuma offers, The Horutoto Ruins Experiment.

3. Head west to Port Windurst and proceed to the Orastery building (E-7)

4. Inside, speak with Hakkuru-Rinkuru on the stage. He'll tell you about the experiments taking place at the Inner Horutoto ruins.

5. Return to Windurst Woods and exit through Leviathan's Gate to East Sarutabaruta.

6. Follow the path leading to the structure located at (J-7).

7. Inside the Inner Horutoto Ruins, proceed straight along the pathway to the large open area and continue around the giant structure in the center until you reach a Cracked Wall.

8. Proceed through the Cracked Wall and head east until you find the Gate: Magical Gizmo.

9. Open the door for a scene which tells you to inspect an Ancient Magical Gizmo in the area. There are three each on the east and west sides of the ruins, but you only need to inspect them until you find the cracked gizmo and receive the key item cracked mana orb.

10. Return to Port Windurst's Orastery and speak to Hakkuru-Rinkuru again to complete the mission.

FINAL FANTASY® XI FAQ

Q: What are Worlds?

A: FINAL FANTASY XI is a massively multiplayer online game. To ensure that the maximum number of players can enjoy the game, many identical Vana'diels or "Worlds" have been created on different servers. When you create your first character, it will automatically be assigned to one of these Worlds. The name of the World in which your character is playing will appear in the log window every time you log into the game.

Q: What are World Passes?

A: A World Pass allows you to invite your friends to create characters in your World. World Passes take the form of a ten-digit number and can be purchased from certain NPCs in Vana'diel. When creating a character, enter the name of the World and the World Pass to create a character in that World. World Passes expire after seven days and can be used up to five times.

Q: What are Mog Houses?

A: Each city has a residential area (marked on the city maps) containing the personal Mog House of each player character. When you enter your Mog House for the first time, your own personal moogle will explain the features of the Mog House, including Change Jobs (changing to a different job), Mog Safe (item storage), Delivery Box (for sending items and gil to other players), Gardening (raising plants for valuables), Layout (arranging furniture and decorations), and more.

Q: What are Auction Houses?

A: Each town has an auction house where you can bid on items put on auction by other players or sell items yourself. The first player to enter a price higher than the reserve price set by the seller purchases the item from the seller. Bidders cannot see the reserve prices set by the seller, but can select "Price History" to show recent transactions involving the item.

Q: How do I equip something?

A: Select "Equipment" from the main menu to display your character's equipment slots. Select a slot such as "Main Weapon," "Head," or "Body" and press the confirm button. The cursor will move to the equipment list where names of items that can be equipped will be highlighted. Select a piece of equipment to place it in the corresponding equipment slot.

Q: How do I form a party?

A: If you wish to be invited to a party, select "Party" from the main menu, then select "Seek Party." An icon will appear next to your name. If you wish to invite other players to your party, you can either select "Party" then "Find Member" to search for available players, or simply target another player who is displaying the icon and select "Invite." The invited player can accept or decline the offer. If he or she selects "Join," the character will join your party. A party can contain up to six members. In a party, experience points and gil are distributed to all party members within attack range.

Q: How do I change my chat mode?

A: Chat modes include "/say," "/tell," "/party," and others. To change your chat mode, target yourself and press the confirm button. Highlight the "Chat" command in the action command menu and press the right directional button for a selection of chat modes.

Q: How do I invite another player to join my Friend List?

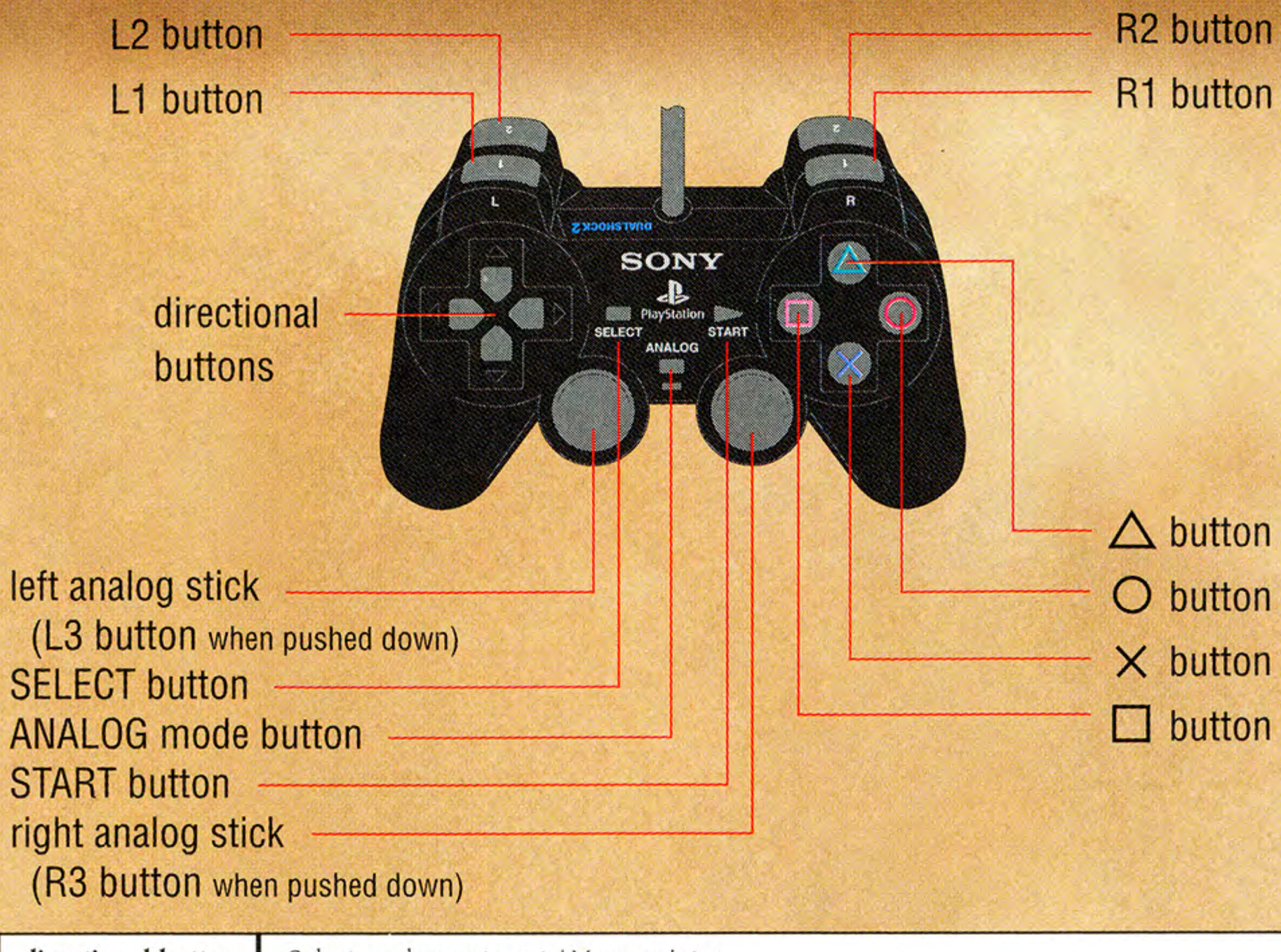
A: Select "Search" from the main menu, highlight the name of the other player character, and then select "Send Message." A text input window will appear. Enter the desired message and press the confirm button to send the message. You will receive a "Message sent" message. Once the other player selects "Accept" or "Accept & Add," the name of the player character will appear on your Friend List.

A quicker method is to use the "/befriend" command. If you know the name of the player you want to invite, simply type "/befriend <player's name>" and the message will automatically be sent to that person.

Q: What are Linkshells?

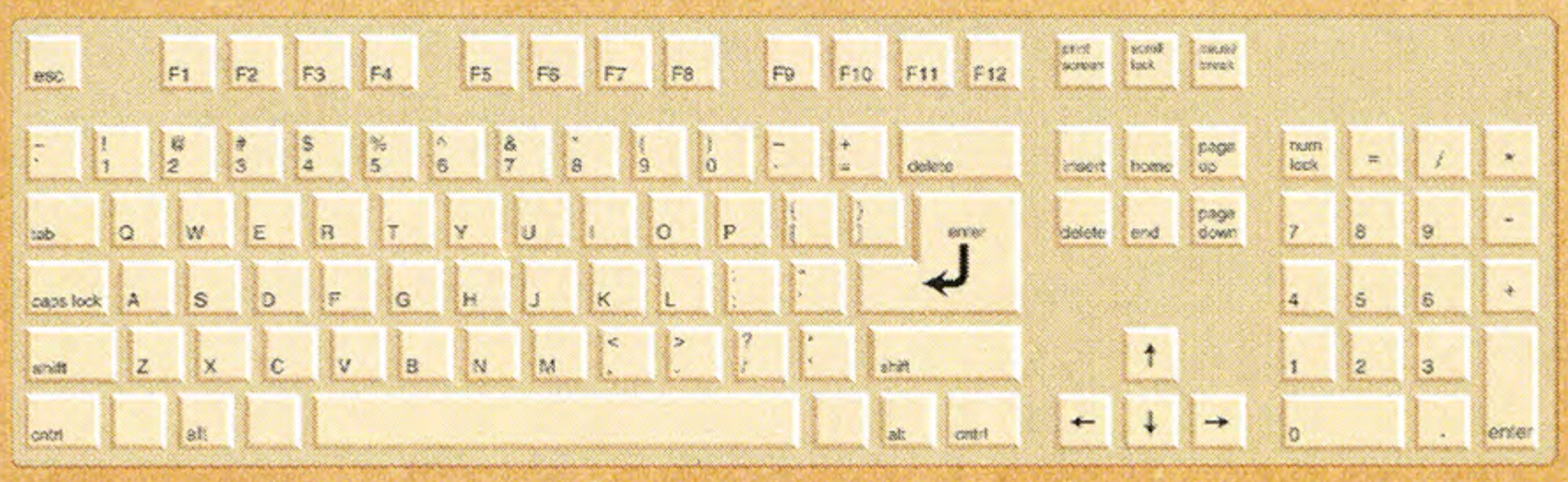
A: Linkshells are communication tools. By using items called "Linkpearls," a large group of friends can communicate with each other regardless of each member's location. Linkshells are available as items, called "new linkshells," at certain shops. Purchase one to get started.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



directional button	Select or change target / Move pointer
left analog stick	Move character
L3 button	When no target selected, heal (recover HP/MP) / When target selected,lock on to target.
R3 button	Switch between first-person and third-person viewpoints
right analog stick	Move viewpoint
⊗ button	Confirm; Select closest target or talk to NPC / When no target selected, open the action command window
◎ button	Cancel / When in first-person view, hold down while character is moving to move side-to-side (strafe) / Delete one line of the log window each time it is pressed
△ button	Select active window, or optional commands for each window
▣ button	Open main menu
L1 button	When pressed while character is moving, toggles "autorun" (press again to cancel; during autorun, use left analog stick to control movement as usual.)
R1 button	Open the software keyboard
L2 button	Open macro palette 1
R2 button	Open marco palette 2
START button	Quit FINAL FANTASY XI and return to the title screen. When entering text using the analog controller, pressing the START button, after entering a letter in the input window, displays a list of common words and phrases used in FINAL FANTASY XI.
SELECT button	Hide all windows. When pressed again, show the windows again.

USB keyboards



Using a USB keyboard

[Esc]	Cancel
[Space bar]	Open the input window for text entry
[+] on the numeric keypad	Selects active window, and allows setting of options for each window

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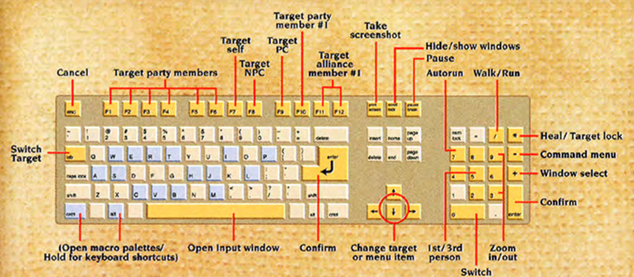
FINAL FANTASY® XI CONTROLS & COMMANDS



KEYBOARD CONTROLS (default configuration)

[Enter]	Confirm
[Esc]	Cancel
[Space bar]	Open input window
[/] on numeric keypad	Toggle walk / run
[*] on numeric keypad	Heal / Toggle target lock
[-] on numeric keypad	Open command menu
[+] on numeric keypad	Window select
[↑], [↓], [←], [→]	Change target or menu item
[2]/[4]/[6]/[8] on numeric key pad	Move character
[5] on numeric keypad	1st-person / 3rd-person view
[7] on numeric keypad	Autorun (while moving)
[9], [3] on numeric keypad	Zoom in / out
[0] on numeric keypad	Switch target
[Scroll Lock]	Hide / show windows
[Prt Scr]	Take screenshot
[Pause Break]	Pause (temporary logout)
[Tab]	Switch target
[F1] - [F6]	Target party member
[F7]	Target self
[F8]	Target closest NPC
[F9]	Target closest PC
[F10]	Target party member #1
[F11], [F12]	Target alliance member #1
[Ctrl]	Open macro palette 1
[Alt]	Open macro palette 2

KEYBOARD CONTROLS (config. 2)

[A], [S], [W], [D]	Move character
[I], [J], [K], [L]	Move camera
[R]	Autorun (while moving)
[F]	Select window
[V]	Change viewpoint
[Z]	Toggle walk / run
[Y]	Confirm
[N]	Cancel
[H]	Heal
[,] [.]	Zoom in / out

KEYBOARD SHORTCUTS
(press [Ctrl] or [Alt] + key)

[a]	Autoattack on / off
[b]	Beasts (pet commands)
[c]	Check target
[e]	Open Equipment menu
[h]	Heal
[i]	Open Inventory
[j]	Job abilities
[l]	Linkshell chat mode
[m]	Magic list
[p]	Party chat mode
[r]	Reply to PC
[s]	Say chat mode
[t]	Tell chat mode
[v]	Toggle View
[w]	Weapon skills

EMOTES

/amazed	/no
/angry	/nod
/blush	/panic
/bow	/point
/cheer	/poke
/clap	/praise
/comfort	/psych
/cry	/salute
/dance	/shocked
/disgusted	/sigh
/doubt	/slap
/doze	/smile
/farewell	/stagger
/fume	/stare
/goodbye	/sulk
/grin	/surprised
/huh	/think
/hurray	/toss
/joy	/upset
/kneel	/wave
/laugh	/welcome
/muted	/yes

The names of characters appear in different colors to indicate their type:

Player character (white)		
Friendly NPC (green)	Anonymous PC (blue)	Monster fighting you or your party (red)
Party member (lt. blue)	Monster (yellow)	Monster fighting another PC (pink)
PC seeking party (purple)	Pet monster (lt. blue)	Monster fighting a PC who called for help (orange)

TEXT COMMANDS

COMMAND	DESCRIPTION
/?	Display command list
/? (command name)	Display command help
/acmd	Alliance command
/as (name)	Assist targeted character
/a	Toggle auto-attack
/attackoff	Cancel auto-attack
/ag	Toggle auto-party flag
/anon	Toggle hiding from search
/automove	Continue current direction
/autotarget (on/off)	Toggle auto-target
/bank	View your Mog Safe
/blist add (name)	Add to blacklist
/blist delete (name)	Remove from blacklist
/breaklinkpearl	Break linkpearl
/makelinkpearl	Make linkpearl
/cm (mode)	Set chat mode to (mode)
/s (text)	Say (text)
/sh (text)	Shout (text)
/t (name) (text)	Tell (name) (text)
/p (text)	Say (text) to party
/l (text)	Say (text) to linkshell
/c	Check target
/clock	Display/hide clock
/decline	Decline party invitation
/deliverybox	View your delivery box
/garden	Open gardening menu
/layout	Arrange furniture
/dig	Make chocobo dig
/dismount	Dismount chocobo
/echo (text)	Display text to yourself
/em (text)	Write an emote
/equip (area) (item)	Equip a specified item
/fish	Begin casting
/follow	Follow a target
/flist	Add to friendlist
/heal	Rest
/h	Call for help
/helpdesk	Open the help desk menu
/inv	Invite to join party
/item (item)	Use specified item
/ja	Use a job ability
/join	Join a party
/keyitem	Display list of key items

COMMAND	DESCRIPTION
/lsmes	View linkshell message
set (message)	Write a linkshell message
level ls	Set rights: Owner
level ps	Set rights: Pearlsacks
level all	Set rights: All members
/localsettings	Change game settings
/locker	View your Mog Locker
/lockon	Lock onto a target
/logout	Log out of the game
/ma (spell name)	Begin casting a spell
/map	Display area map
/rmap	Display region map
/bmap	Display map of beseiged
/mission	View the mission menu
/names	Toggle names on/off
/nin	Begin casting ninjutsu
/nominate	Propose options
/online	Change status to online
/away	Change status to away
/busy	Change status to busy
/hide	Change status to invisible
/pcmd (command)	Issue party command
leave	Leave the group
add	Add a member
kick	Remove a member
breakup	Disband the party
/pet	Command your pet
/playlog	View total time played
/propose	Propose a poll
/quest	View the quest menu
/random	Roll dice
/ra (target)	Perform a ranged attack
/recast (ability/spell)	View the recast time
/sc (line #) "text"	Save search comment
/scu	Upload search comment
/sea (level, job, etc.)	Search for PCs
/smes	Display server message
/shoot	Perform a ranged attack
/shutdown	Completely exit the game
/sit	Sit down
/so	Perform a song
/ta (name)	Target specified object
/targetnpc	Target nearest NPC
/targetpc	Target nearest PC
/throw	Perform a ranged attack
/vote	Vote in a poll
/wait (# seconds)	Add specified wait time
/ws	Perform a weapon skill

Commands in green can be used even if character has fallen in battle.

Commands in blue can only be used while in your Mog House.

Commands in orange can only be used while riding a chocobo.